

## ABSTRACT

The performance of client server interactions is measured by the interacting client. The client-generated performance data is efficiently transmitted to one or more servers by incorporating the performance data regarding one or more previous request/response cycles into a subsequent request. Performance data transmission is made more efficient by transmitting performance data context such as client, server and session details once per connection. Performance data is stored on the client until transmitted or until it has aged beyond a server specified maximum age. Performance data is aggregated on the server in memory resident accumulators. The server may have a set of accumulators for each server its clients communicate with as well as a set for each client. An accumulator value crossing a configurable threshold may trigger an event log entry. The number of performance data events in an event class may be limited to a maximum for a time period.